ABSTRACT

A gaming machine graphics package includes a storage device for storing data relating to non-varying parts of an image, the non-varying parts of the image being independent of an outcome of a game played on the gaming machine. An image generator generates simulated three-dimensional additional parts of the image, the additional parts being dependent on the game outcome. A compositor merges the non-varying parts of the image and the additional parts of the image to provide to the player a composite image relating to the game outcome.

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